
Subject: Vcont.h and Vcont.hpp Change required
Posted by [deep](#) on Mon, 12 Apr 2021 04:41:34 GMT
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Hi,

Small change required in Vcont.h @Line 195

Original

```
T&    Add(const T& x)          { return items < alloc ? *(new(Rdd()) T(x)) : GrowAdd(x); }
```

Changed

```
T&    Add(const T& x)          { return items < alloc ? *(new(Rdd()) T(clone(x))) :  
GrowAdd(clone(x)); }
```

Also Change in Vcont.hpp file @line 140

Original

```
T *q = new(Rdd()) T(x);
```

Changed

```
T *q = new(Rdd()) T(clone(x));
```

Subject: Re: Vcont.h and Vcont.hpp Change required
Posted by [mirek](#) on Sat, 17 Apr 2021 04:13:24 GMT
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Well, I believe this would allow

```
Vector<Vector<int>> vv;  
Vector<int> v;  
....  
vv.Add(v);
```

with silent deep copy performed. This is something we want to avoid. We want you to be explicit and either use

```
vv.Add(pick(v));
```

or

```
vv.Add(clone(v));
```

Add(const T&) variant is reserved for types with full copy semantics (e.g. int or String).

Mirek
